

K O S - M O S
生誕20周年記念
アンソロジー
[コスモス フィックス]

KOS-MOS

20th
ANNIVERSARY

KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]

2002-2022

**Japanese
&
English**

written together
[日英併記仕様]



CHOCOLATE SHOP
<http://chocolateshop-feat.com>

10th
COMIC MARKET
FRIENDSHIP FOREVER

KOS-MOSFIX [HAPPY BIRTHDAY KOS-MOS TO HER 20 YEARS OLD TODAY!] 2002-2022

KOS-MOS

20th
ANNIVERSARY



The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today,
20 years later in the year 2022.



CHOCOLATE SHOP

<http://chocolateshop-foat.com>

CHOCOLATE SHOP PRODUCED #62 2022 SUMMER

2000-2022
2022-2025
2025-2028
2028-2031
2031-2034
2034-2037
2037-2040
2040-2043
2043-2046
2046-2049
2049-2052
2052-2055
2055-2058
2058-2061
2061-2064
2064-2067
2067-2070
2070-2073
2073-2076
2076-2079
2079-2082
2082-2085
2085-2088
2088-2091
2091-2094
2094-2097
2097-2100

この本は非公式同人誌です。
書かれている内容、設定は二次創作であり
公式な設定とは異なる場合があります。

THIS IS
**UNOFFICIAL
FAN BOOK**

The written content and settings are Fan Fiction
works and may differ from the official settings.

KOS - MOS
生誕20周年記念
アンソロジー
[コスモス フィックス]

KOS-MOS

20th
ANNIVERSARY

KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]

2002-2022

この本は英語と日本語が併記してあります。
機械翻訳と人力翻訳が混ざっており
誤訳や読みづらい箇所が含まれている可能性があります
ご了承ください。

This book is written in English and Japanese.
Please note that this book to be mixed machine and
human translation, may contain mistranslations and
difficult-to-read passages.

すがた
その造形を見て、一瞬で恋に落ちた。

I fell in love with the moment I saw her "figure".

背になびく青き星雲。

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、窮めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

誰もを魅了する壁花でありながら、

決して人間のものにはならない偶像——女神の本質。

対グノーシス用人型掃討兵器 KP-X シリアル No.000000001。

『無い』ものを『在る』ものとするそのエフェクトは、

今も変わらず、この胸に焼き付いている。

———どうか。

2002年。ゾハルが人類には早すぎた遺物であったように、彼女も
また、我々オタクには早すぎた女神だったんだ。

おかげで20年経った今も KOS-MOS の版權物は脊髄反射で押さ
えることに。自分の『超性能ヒロイン好き』の一因は確実に彼女にあ
るでしょう。このメガ味。そしてこのメカ味。最高。

KOS-MOS を生み出してくれた『ゼノサーガ』と、彼女の設計に
関わったすべてのスタッフに感謝を。あとガーターベルトをつけた
CHOCO 氏は話があるので今度 V.I.P 設定させてくださいね。

Her hair, fluttering blue nebula.

Her interface, denying organism.

Her silhouette, forgetting machine body.

Far away, Close away, Imperceptible away.

Looking by ultra-precise instrumentation.

Idol fascinates everything, but never get on ____

The essence of the goddess.

KP-X, humanoid type anti-Gnosis tactical weapon, serial number
000000001.

"nil" to "exist", I know this effect by heart.

...Probably, "she" was too early relic like "Zohar".

We're not ready yet for.

Even 20 years later, when I look at "KOS-MOS" merchandise was
buying.

It was just a knee-jerk reaction.

What made me loves "super-performance heroines", one is she.

She has PERFECT "MEGA-MI(goddess-atmos)", and "MEKA-
MI(robot girl-atmos)"

I am sincerely grateful that "Xenosaga" teams who give birth KOS-
MOS.

Also, I'd like to talk about her garter belt with Mr. CHOCO.

Let me hold a V.I.P. meeting next time.

KINOKO NASU





KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.

In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.

Even after the game was completed, she was loved by everyone and continues to inspire us today,
20 years later in the year 2022.



004

VECTOR Development Dept. I





Good morning KOS-MOS, how are you doing?
おはよう KOS-MOS 調子はどう?

2002年2月28日KOS-MOSは彼女を造ったシオンのこのセリフとともにメンテナンスベッドから目覚めました。

KOS-MOSはPS2用ゲーム「Xenosaga EPISODE 1 力への意思」に登場するプレイアブルキャラの一人で全身機械で出来たヴェクター社製戦闘用アンドロイドです。2006年発売の「Xenosaga EPISODE 3 ツァラトウストラはかく語りき」までバージョンアップを繰り返しながら登場しますが、ストーリーが完結したあとも様々なコンテンツに出張し、2017年発売の「Xenoblade2」にもリニューアルした姿で登場しました。

そして2022年2月28日「Xenosaga EPISODE 1」発売より20年が経過し、劇中外見年齢18歳だった彼女はついに20歳になりました。

これまで様々な形で彼女を愛してくださったファンの皆様ありがとうございます！

この本は彼女をデザインしたCHOCOがこの作品に思い入れのあるゲスト作家の皆さんと共に彼女への思いを今の技術で振り返る記念イラスト集です。

2022年夏 麦谷興一 (CHOCO)

On February 28, 2002, KOS-MOS awoke from her maintenance bed with these words from her creator, Shion.

KOS-MOS is a playable character in the PS2 game "Xenosaga Episode 1: Der Wille zur Macht" a combat android made entirely of machines and manufactured by Vector.

After the story was completed, she continued to appear in various contents, and even appeared in a renewed form in "Xenoblade 2" released in 2017. On February 28, 2022, 20 years have passed since the release of "Xenosaga EPISODE 1," and she finally turned 20 years old, having been 18 years old in appearance.

Thank you to all the fans who have loved her in so many ways!

This book is a collection of commemorative illustrations by CHOCO, who designed her, together with guest artists who have a special attachment to this title, looking back on their feelings toward her with their current techniques.

Summer 2022
KOICHI MUGITANI(CHOCO)

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!

Today, we will celebrate KOS-MOS's 20th birthday. She is the only character in the Xenosaga series who has been with us since the beginning. She is a girl who has been with us since the beginning. She is a girl who has been with us since the beginning.

様々なバージョンが存在するKOS-MOSの、新しい人でも全体を把握していないと思われる全バージョンを一覧にまとめました。

KOS-MOS is available in many different versions, and we have compiled a list of all the variations that even those in the know may not have an overall grasp of.



KOS-MOS Archetype

▲ Archetype out of control in the drama. Destroyed.

▼「アーキタイプ」
劇中の設定「破壊された機体」



KOS-MOS Ver.1

▲ Made by Vector Development Department No.1. The belly covers and beams.

▼「バージョン1」
ベクター第一開発部製
腹部に黒いラインが通る



KOS-MOS Ver.2

▲ Statuette body made by Vector D.D.2. Flies out on a motorcycle.

▼「バージョン2」
第二開発部「ステータ像ボディ」
バイクに乗って走り出す

[NAMCO x CAPCOM] 2005

[Xenosaga EP1] 2002

[Xenosaga EP2] 2004

[Xenosaga 1-2] 2006

[Xenosaga a missing year]

Illustration
TERUHIKO IMAIZUMI



KOS-MOS Ver.1.1



▲「バージョン1.1」
最終仕様「最終機体」

KOS-MOS Ver.4 Swimsuit



▼ There was also a one-piece swimsuit for the KOS-MOS Ver.2.

▲「バージョン4 水着」
バージョン2の水着も存在した
水着版

T-elos Swimsuit



▼ This is a special color that does not appear in the game, only on the figure.

▲「バージョン4 水着」
「スペシャルカラー」
ゲームには存在しない色
の衣装がイメージ

ゼノサガ1の初プレイから20年、KOS-MOSは今も色褪せない。少女×メカという組み合わせは、一瞬で過去のモノになるのに、未だ自分の頭の中で一瞬で思い浮かぶ存在。愛いね KOS-MOS

今泉昭彦

It has been 20 years since I first played Xenosaga 1, and KOS-MOS has not faded away. In many cases, the combination of a girl and a mecha is a thing of the past in an instant, but she is still an existence that comes to mind in my mind in an instant. KOS-MOS is great.

TERUHIKO IMAIZUMI



▲バージョン3
全身が白と青の配色で、
上・下半身の露出が激しい。

▼ Slightly skeletal body,
deflected in brass with
T-hoe.

KOS-MOS Ver.3



▲バージョン4
上半身は白と青の配色で、
下半身は白と青の配色で、
全身が白と青の配色で、
全身が白と青の配色で、

▼ Cute cat ears with
crystals.
Dr. and Zoro's friendship
body. The chest is covered.

KOS-MOS Ver.4



▲バージョン4のファミスタ
バージョン4のファミスタ

▼ Momo Stars Patcher.

KOS-MOS Ver.4 famista

[Xenoblade EP3] 2006

[Famista2011] 2011

[無限のフロンティア] 2008

[同EXCEED] 2010

[PROJECT X ZONE] 2012

[同2] 2015

[Xenoblade 2] 2017



▲バージョン
全身が白と青の配色で、
全身が白と青の配色で、
全身が白と青の配色で、

▼ Cutting them blades
because they have flesh
and blood.

T-elos



▲バージョン4
全身が白と青の配色で、
全身が白と青の配色で、
全身が白と青の配色で、

▼ Equipped with glasses
into a skirt.
What a good friend of KOS-
MOS.

T-elos Re.



▲バージョン4
全身が白と青の配色で、
全身が白と青の配色で、
全身が白と青の配色で、

▼ Redesignated by Kunitaka
Tanaka. What a good friend
of T-elos!

KOS-MOS Re.

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille der Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cryo, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

KOS-MOSは呪いである。

KOS-MOS Ver.1

(2022年 CHOCO 作画)

できるだけ設定は当時のものに倣いつつ、現在のタッチで描いてみました。
体型の違いは CHOCO の性癖の変化だと思います。

腰の金色パーツの形状などが違いますが、正確に昔のデザインをなぞろうとしても立体形状がうまく人体に合わないで仕方なく変更しました。股関節の稼働に干渉するので、もうちょっと考えて配置しなさいと叱りたいです。

フィギュアなど立体化された Ver.1 の同箇所を疑っても処理に苦悶した感じが伺えます。

左上腕の塗り分けは最早何を根拠にこうなったのかわかりませんが、今となってはそういう設定画だったからと、なぞるほかありません。

ただ当時からアイコンとなるパーツをいくつか配置して残したので、今描き直してもちゃんと彼女になりますね。と当時の自分に言ってあげたい。

(drawn by CHOCO in 2022)

I tried to draw with a current touch while following the settings of the time as much as possible.

The difference in body shape is due to the change in CHOCO's sexual habit. The shape of the gold parts on the waist are different, but I had no choice but to change them because the three-dimensional shape does not fit the human body well even if I tried to follow the old design exactly. I would like to scold them to think a little more about the placement of the parts because they interfere with the operation of the hip joints.

Even if you look at the same part of Ver.1 that has been sculpted into a figure, you can see that it was difficult to process. I don't know what was the basis for painting the left upper arm, but now I have no choice but to trace it back to the original drawing.

However, I placed and left some iconic parts from that time, so even if I redraw her now, she will still look like her. I would like to say to myself at that time, "I am not a good artist, but I am a good person."

2002 to 2022

2002年当時は新しくデザインを生み出すことに必死で、それが当時なりに全力を出し切った結果であります。

もうとくに作品は終わっているはずなのに、やはりまだまだやれることがあったのでは？という心残りがあり、完璧な彼女を求めて20年たった今でも書き直し続けてしまうという現実に縛られているのです。

In 2002, I was desperate to create a new design, and this was the result of my best efforts in my own way at the time. Although the production should have been finished by now, I still felt that there was more I could have done. I am still bound by the curse that I continue to rewrite her even after 20 years in search of her to be perfect.

一番最初に描かれた KOS-MOS Ver.1 コンセプトイラスト。

(1998年 CHOCO 作画)

時々聞かれます、KOS-MOSをデザインしたのは誰か？

最初にゲーム全体のメインキャラクターデザイナーである田中久仁彦さんが顔とヘッドギアのデザインを描き、途中からバトンタッチされてメカデザイン担当だったCHOCOが体部分をデザインしました。

最終的な顔や設定画は田中さんが描かれるのを前提にしているのでラフな画しかなく、この絵と決定稿とは色やディテールが少々違います。

The very first KOS-MOS Ver.1 concept illustration.

(drawn by CHOCO in 1998)

Sometimes asked, who designed KOS-MOS?

First, Kunihiko Tanaka, the main character designer for the entire game, drew the face and headgear design, and then CHOCO, who was in charge of mechanical design, took over the baton and designed the body part. The final face and setting drawings were based on the assumption that Mr. Tanaka would draw them, so there were only rough drawings, and the colors and details were slightly different between this drawings and the final draft.





KOS-MOS is grotesque.
KOS-MOSはグロテスクである。

KOS-MOS アーキタイプ (2022) Illustration/CHOCO

ハンスベルメールの球体人形がモチーフのアーキタイプは、そのモチーフと同じく無垢さと邪悪さを持ち、劇中では惨劇を起こします

裸の少女の体、人間ではない、非人間的な美とその残酷さが、観客の加害性を刺激し、隠された欲望を開放してもよい対象として機能してしまう

だから KOS-MOS はグロテスクである。

The archetype is based on Hans Bellmer's spherical doll.

She is as innocent and evil as her motif and is a scourge in the play.

While in human form, it is not human.

Because of her naked girl figure and her brutality, she stimulates the viewer's aggravation and serves as an object to which hidden desires may be unleashed.

Therefore, KOS-MOS is grotesque.

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

KOS-MOSFIX

HAPPY BIRTHDAY KOS MOS! YOU ARE 20 YEARS OLD TODAY

2002-2022

This PS2 video game "Kosmos: The Last of the Mos" was released on February 28, 2002.
On its 20th anniversary, the game was re-released on the PS4, PS5, and Steam.
and finally reached the 20th anniversary of the game.
Thank you to the game was completed, she was loved by everyone and continued to be played.
30 years later in the year 2022.



KOS-MOSは挑戦である。

THE UNIVERSITY OF CHICAGO
DEPARTMENT OF CHEMISTRY
5708 SOUTH ELLIS AVENUE
CHICAGO, ILLINOIS 60637
TEL: 773-936-5000
FAX: 773-936-5001
WWW.CHEM.UCHICAGO.EDU



The guy who just said

いま、モッコスって言ったヤツ、表へ出なさい

"MOKKOS"

Step outside.....

6.913

KOS-MOS Ver.2 (2022) Illustration/CHOCO

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 25 YEARS OLD TODAY!

2005-2009

Copyright © 2009 Victor Entertainment Inc. All Rights Reserved.
KOS-MOS is a trademark of Victor Entertainment Inc. KOS-MOSFIX is a trademark of Victor Entertainment Inc.

汝ら神の如くなりん

KOS-MOS はポルノである



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS3 video game "Kamihime Spirits 1.5: The White on Black" was released on February 28, 2002.
As it is the ending with a KOS-MOS costume from her early appearance, we have made
efforts around the costume with the theme.
Even after the game was completed, she was loved by everyone and continued to inspire us today.
20 years went by in the year 2022.

Ver.X "VISION"



結局 KOS-MOS が残してくれたものは何だったのかという
ロボットにレース? 存続まで見えてしまう透明ボディ? そういう事象だけではなくて

倫理観を気にしないでよい表現の土台
欲望を描き出せるリミッターの開放されたモデル
何にでも挑戦できるフィールド
つまり KOS-MOS は聖域なのです

そんな場所を KOS-MOS を描いてみました。"KOS-MOS Ver.X VISION"

After all, what did KOS-MOS leave us with?
A race to the robot? Invisible bodies that allow us to see up to the spine?
It's not just about those phenomena.

A foundation for expression that does not care about ethics.
A Model with an open limiter that can depict our desires.
A field where you can challenge anything.
In other words, KOS-MOS is paradise.

I drew KOS-MOS in such a field." KOS-MOS Ver.X VISION"

KOS-MOS は楽園である。



KOS-MOS Ver. 4wx

Antioxidant coated Body Plan for Underwater Combat

抗酸化ボディ水中戦闘用服体



OS-MOSFIX

THE WORLD'S FIRST UNDERWATER ACTION MOVIE



©2012 Mushiroom, LLC

019
VICTOR BENTON/ARTIST

KOS-MOSFIX

HAIR: 180cm (5'7") COLOR: BROWN EYES: BROWN / TANNED
 BIRTHDAY: 12/12/98

1. In the original, KOS-MOS was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series.

KOS-MOS Ver.4 Model:L-1

L



1. In the original, KOS-MOS was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series.

2. In the original, KOS-MOS was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series.

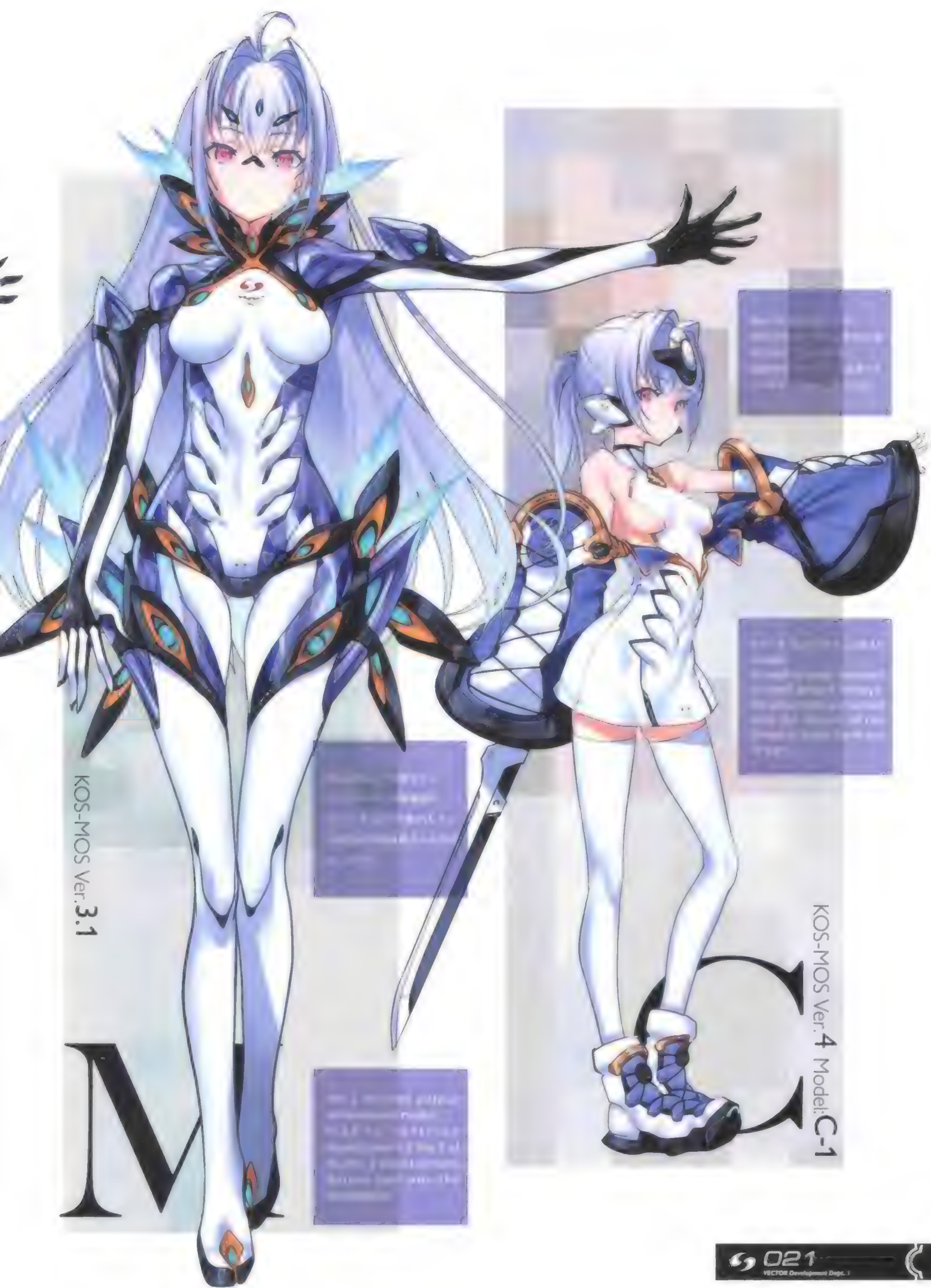


R

KOS-MOS Ver.4 Model:R-1

3. In the original, KOS-MOS was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series.

4. In the original, KOS-MOS was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series. She was a "Maid" character, and her design was based on a "Maid" character from the "Maid" series.



KOS-MOS Ver. 3.1

KOS-MOS Ver. 4 Model: C-1

N

KOS-MOS Ver.4 Model BN

以他社制作戦用パニーガーを模範

(Using with equipment for tank combat operation)

KOS-MOS Ver.4 Model BN

以他社制作戦用パニーガーを模範

(Using with equipment for tank combat operation)



ハニーガーを模範として、自らにも新装
設備に掛け合わせる装置として開発された機
体。機体は、
改造と作りの両方があり、機体は、
改造と作りの両方があり、機体は、

This revolutionary, eggplant plot was
taken into an experiment that could be
used as a blueprint and with the
society like the human option of life.
The chief designer's approval was not
given, and it was the transformation.

(MOS) (MOS) (MOS)

KOS-MOS IX

KOS-MOS Ver.4 Model BN



Copyright © 2002 KOS-MOS Ver.4 Model BN
All rights reserved. No part of this publication
may be reproduced without permission.
The name of the character is a trademark of
the character's creator.

Ver.3 局地隠密作戦用チャイナドレス装備

China dress equipment for local covert operations

KOS-MOSFIX

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1
The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine". The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.

Ver.4.1



VECTOR

KOS-MOS



左右に従えているユニットは追加武装ではなく「KOS-MOS が人型である必要がない」という思想に基づいた自律式の「非人型 KOS-MOS」です。そのそも KOS-MOS は戦略体系の名称であり、この彼女達も 3 人揃うことで広域戦術攻撃「ラインの乙女」を発動することが可能になります。出力の増大に伴い、各部コンデンサと放熱用フィンが大型化されています。

The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine". The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1
The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine". The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1
The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine". The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.



(2022) Illustration/CHOCO

KOS-MDS



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

Our "KOS-MOSFIX" was released on February 28, 2022.
It is a tribute to the original KOS-MOSFIX, which was released in 2002.
It is a tribute to the original KOS-MOSFIX, which was released in 2002.
Even after the game was completed, the love shared by everyone and continues to inspire us today.
22 years later, in the year 2022.

K x T : M

KOS-MOS 生誕 20 周年おめでとうございます！
参加させていただける機会を下さった御父様へ
感謝を…。
今なお心に刻まれているシーンを描きました。
これからもずっと KOS-MOS を描き続けていき
たいですね。

Congratulations on the 20th anniversary of
KOS-MOS!

Thank you CHOCO for giving me the
opportunity to participate!

I drew a scene that is still etched in my mind.
I hope to continue drawing KOS-MOS for a
long time to come.

NEGRESCO

ねぐれすこ
NEGRESCO



027

VECTOR Development Group 1



KOS-MOSFIX

ILLUSTRATION / CHOCO (TAKAHASHI) / RA

ILLUSTRATION / RA

非常荣幸能参与到这次的 KOS-MOSFIX !

确实能得到老师的邀请时我十分荣幸。

毕竟从 Xenogears 到 XenoSaga 以及 Xenoblade 我都是忠实的玩家，高桥老师的宏大世界观给了我巨大的冲击。

CHOCO 老师的 T-elos 以及其他超越时代的设计都让我非常惊艳。

特别是中二的我第一次看到 T-elos 出场，那种兼具强大、

美丽以及高贵的气场给我留下了深刻的印象！

希望老师能一直在业界活跃下去，我一直都非常喜欢老师的作品。

(这次画的 T-elos 特地采用 X 的构图，也是应和“Xeno”的意象，是我的一点私心。))

この度は KOS-MOSFIX に参加させていただき、とても光栄です！

CHOCO 先生のお誘いを頂けるなんて正直恐縮です。

Xenogears から、Xenosaga、Xenoblade まで全部プレイしました。本当に高橋監督の大ファンで壮麗な世界観のすべてを興奮と感動で受け止めています。

CHOCO 先生の T-elos やその他の時代を超越したデザインもとても素晴らしい。特に、私の私は T-elos の初登場のシーンで、彼女の瞳と美しさを、そして華やかな一瞬に心を打たれました。

今後も先生をずっと応援していきますので一層のご指導を心よりお祈り申し上げます！

(今回の T-elos は、必ずしも X 構図にこだわらずに「X」のイメージを込めて描きました。私のこだわりです：))

It was a great honor to be a part of this KOS-MOSFIX!

To be honest, I was terrified when I got the invitation from CHOCO.

After all, I've been a loyal gamer from Xenogears to XenoSaga and Xenoblade.

Takahashi's grand worldview gave me a huge impact.

CHOCO's T-elos and other designs that transcended the times were amazing to me.

In particular, the first time I met T-elos in sophomore, that both powerful, beautiful and noble aura to me.

I was impressed by the powerful, beautiful and noble aura of T-elos!

I hope that you will continue to be active in the industry, I always like your work very much.

(This painting of T-elos specifically uses the X composition, also in line with the imagery of "Xeno", is a bit of my personal feelings:))

T



KOS-MOS FIX

[KOS-MOS Ver.00EX (ゼロGゼロ気圧対応型コスモス)]

宇宙運用を想定して改良された 0G0気圧対応型 KOS-MOS

機体の各部に数基の姿勢制御用バーニアスラスタ 背部にはイナーシャルカウンター

とメイン推進モータを装備

二基のマニピュレータードローンを従えて無重力で自在に活動する事が可能

宇宙運用を想定して改良された 0G0気圧対応型 KOS-MOS

機体の各部に数基の姿勢制御用バーニアスラスタ 背部にはイナーシャルカウンター

とメイン推進モータを装備

二基のマニピュレータードローンを従えて無重力で自在に活動する事が可能

KOS-MOS 生誕 20 周年おめでとうございます

もうそんなに経つんですね

発表当初デザイン画を見て度肝を抜かれたのを今でも鮮明に覚えています

まさに 与んでもないはずなのに時代に産まれた感 っていうやつです

さて、この絵なんですけど最初は原付リムバクトと想って描いていたのですが 外装強化パーツを追加したあたりからあれよあれよとデザイン全然違う様配になってしまいました…反省

これからも KOS-MOS が輝き続けますように！

NiO

A zero-g, zero-atmospheric-compatible KOS-MOS improved for space operations.

She is equipped with several vernier thrusters for attitude control in each part of the fuselage, and an inertial counter and main propulsion motor in the back.

She can operate freely in zero gravity with two manipulator drones

Congratulations on the 20th anniversary of KOS-MOS.

It has already been that long.

I still vividly remember being astonished when I saw the design when it was first announced

It was exactly the kind of thing that says, "I was born in the same era as an extraordinary person"

I drew this picture at first thinking that it was a respect for the original work.

However, when I added the exterior reinforcement parts, the design became completely different from the original... I regret that

May KOS-MOS continue to shine!

Design/Illustration

NiO





KOS-MOSFIX

THE 10TH ANNIVERSARY OF THE KOS-MOS SERIES

2004-2014

10 years of the KOS-MOS series
10 years of the KOS-MOS series
10 years of the KOS-MOS series
10 years of the KOS-MOS series

KOS-MOS

illustration/ 臼井 政一郎
MASAICHIRO USUI

Q33

VECTOR Development Dept. 1



KOS-MOS Ver.4s

Design/Illustration/
S a i t o m

KOS-MOS **FIX**

© 2000 KOS-MOS

VECTOR Development Dept.



KOS-MOS

ANTI-GNOSIS STRATEGICAL MULTIPLE OPERATION SYSTEMS COMPETITION. HYAMS HEAVY INDUSTRIES

連邦政府による対ゲノシス戦略的多目的制御体系コンペティションに
ハイアムズ重工業から提出されたプラン「KOS-MOS Ver.I(ái) Model:KP-H」.
Design/illustration 石垣純哉

This is the plan "KOS MOS Ver.I(ái) Model:KP-H" presented by Hyams Heavy
Industries for the Federal Government's Anti-Gnosis Strategical Multiple
Operation Systems Competition.

Design/illustration by Junya Ishigaki



Model:KP-H

ver.1
[ái]

KOS-MOSFIX



MADE BY
HYAMS HEAVY INDUSTRIES
DESIGNED BY
JUNYA ISHIGAKI





KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2011-2022

Copyright © 2022 SEGA. All rights reserved. KOS-MOS is a trademark of SEGA. KOS-MOSFIX is a trademark of SEGA. KOS-MOSFIX is a fan-made project. All other trademarks are the property of their respective owners.

i l l u s t r a t i o n e
r e d j u i c e



KOS-MOS

Ver. AV
[Agastya]



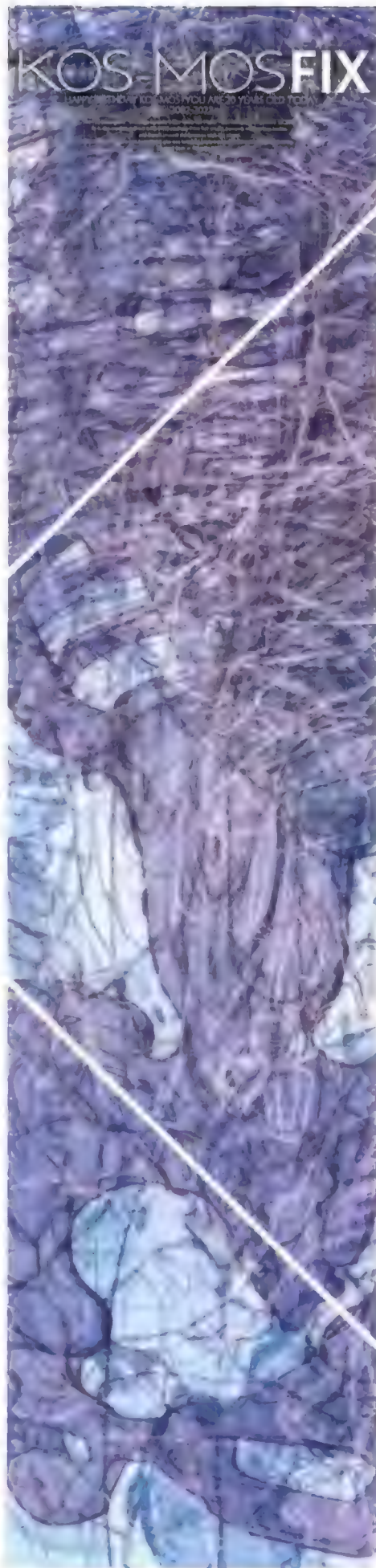
D e s i g n / i l l u s t r a t i o n
藤 本 秀 明 a . k . a . し ゅ は ん
Fujimoto Hideaki a.k.a. Shuhan

2002-2003

KOS-MOS
特機人選/設定稿

The PS2 action game "Rings of Power" (aka "The Rings of Power") was released on February 28, 2002.
It was created between 1/28/2002 and 1/28/2002. The game was created by the same team.
Even after the game was completed, the team was still working on the game to make it better.





T s u - f i v e

KOS-MOSFIX





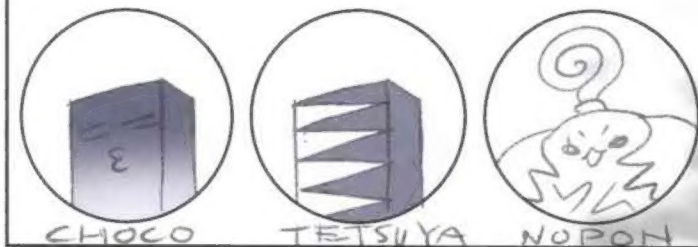
Illustration
TAKASHI TAKEUCHI
武 内 崇

高橋哲哉

はかく語りき

ALSO SPRACH TETSUYA TAKAHASHI

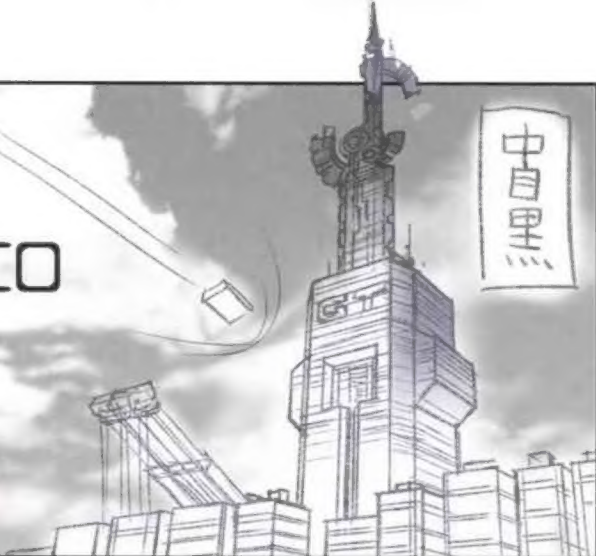
漫画
CHOCO



CHOCO

TETSUYA

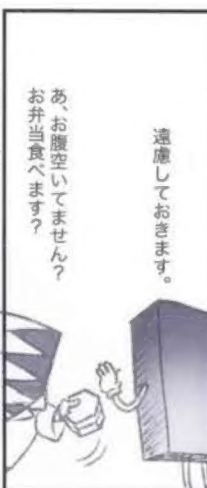
NOPON



Monolith Soft's huge castle in Nakameguro



CHOCO: Congrats on releasing "Xenoblade 3"!
TETSUYA: Thanks!



T: Oh, if you are hungry, why not have box lunch?
C: No, thanks.

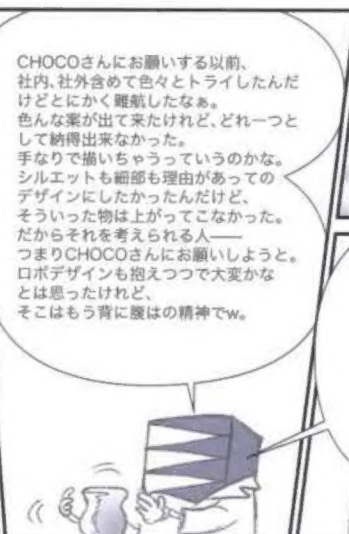


C: The meantime, it has been 20 years "Xenosaga Episode I: Der Wille zur Macht" the first Monolith Soft game released...

T: "Xenosaga" released 20 years ago. Having said that, we used to work together in SQUARE (before merger). So... I met you quarter century ago. Doesn't time fly?



C: Still remember for order "KOS-MOS" anticipate? Tell me for settings, reason for selected me.

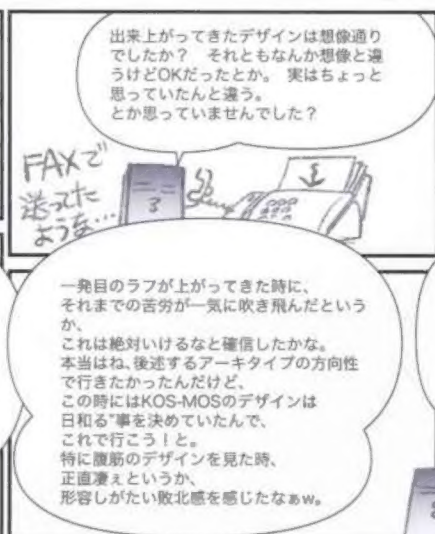


T: Before I selected you, call for idea inside and outside. After I got a lot of ideas, I couldn't convince it. All of ideas light-fingered what I need for persuasive reason that overall, details, settings, but I couldn't. After I search who can do it... I selected you. I knew that you have other robots design, BUT nevertheless, I needed you, lol



C: That reminds me, you said I just remembered that you told me "The Robot Girl Wears bondage dress". That story involved this? It was including your proclivity that I thought.

T: First, I thought it will stick to my guns. But a one day, I've changed for "Focus on the market" and leaving my belief. For this reason, I shared my favorite sexy actress photo with you. Get results, convincing design better than my belief. That became a precious experience to me.



C: Well... did it designs are your expected or not intended? Or was it different from what you imagined, but OK? Was it actually a little different from what you thought it would be?

T: Got the first draft, I felt "Hard work always pays off". Can't go wrong with that. Actually, wanted to get "Archetype (follow later)". However, I decided focus on the market, I adopted. At that time, I've nothing left to say except great abdominal muscles... felt a sense of utter defeat it lol

C: (Oh, I didn't know that...)



C: What's your favorite KOS-MOS version?

T: "Archetype" is.
I wanted like in the style of Bellmer.
So, I ordered the motif will be Hans Bellmer.
Really, I hoping to all version like this, but this motif was niche, and someone feel creepy.
Afraid of this, narrow down only the "Archetype".

About Hans Bellmer

German artist and doll maker
(Hans Bellmer 1902 - 1975)
He also made spherical dolls, but his style is a bit grotesque, and I think people who know him have a fetish for them.
He is not a Vermeer.

T: Ver.2 was challenge. (Reference to "Mockos")

Ver.3 was softening the resistance, refine on marker.
Thanks to it, Ver.3 were most stylish one.
Ver.4 was most famous one, but far from KOS-MOS original spirit.
The design by teams was not bad, rather include advanced factors.
After all, this is meaning of "KOS-MOS",
because it's body of Maria's soul, not good at too close human-like.
Body are body. Should not more.
Don't be deluded by appearances, Still the same today.



C: TBH, I couldn't tell you until today.
Is anything you want to say about Ver.2 called evil goddess "Mockos"?

I: (CHOCO) think...It was expected results from customer.
I designed that without really understanding for Monolith goals, customers at the time.
Also, Monolith can't understand "What's CHOCO proclivity?" "Why CHOCO made this design?", and we grow apart.
Due to failure cause are make for now".

C: I (CHOCO) think...It was expected results.
I designed that without really understanding for Monolith goals, customers at the time.
Also, Monolith can't understand "Why CHOCO made this design?", we grow apart.
Due to failure cause are make for now".

T: Ver.2 "Mockos", the design is not bad, rather I like next to "Archetype".

Ver.2 concepts are challenging design is.
There's body made of clear-gel, movement like an artificial muscle.
Considering this, it's perfect.
Your great design sense predicts the future for clear material to be used extensively as mainly, not pinpointing.

Since then, 20 years.
Now I think I can make the best of best Ver.2 like "Talos Re".
The same for "Mockos".
It was too hard to make any complete painted figure.
Against that background, limited editions are

reckless plan.
Nowadays, many manufacturers can release high quality figures.
But at the time, they didn't have any knowledge.

Even so, the Coloring samples quality is high.
Regardless of prototype made by hands, details are precise.
So, sculptor didn't nothing wrong.
The causes are mass-production within a time limit, must make tens of thousands of pieces.
Don't have any talk about management system.

Now I can make the best Ver.2.
In a sense, I want lol



C: She appeared on various games, renewed and reappeared in "Xenoblade 2".
I: (CHOCO) think it was invention for "The robot girl as weapon combined a girly costume with lace".
Nowadays, these factor treated as a standard for "RoboMusume".
As the creator of original "RoboMusume", where I want to give birth to not only "KOS-MOS" and "Talos", but also "more various".

T: if you have a next. At strong style with you! lol
Recently, mainly communication through with work sites.
There is good for training the next generation on Monolith Soft, but personally want to "direct confrontation".
I believe like that the products're get to someone's heart.


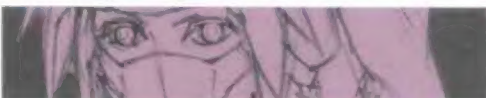







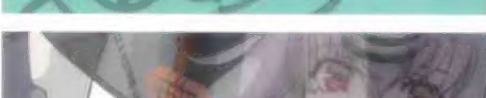

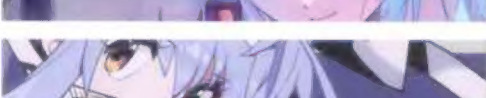
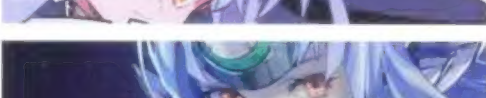
C: Thank you so much!

END

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PSP game "Vector Development Dept. 1" and the "KOS-MOS" character design by Shigenori Kuroki.
It is the copyright of SEGA. All rights reserved. This book is a fan-made work.
All characters and names are trademarks of SEGA. All rights reserved.
This book is a fan-made work. It is not for sale. It is for free distribution. It is not for sale.
© 2022 SEGA. All rights reserved.

VECTOR Development Dept. 1		RA @lilium_ra pixiv.net/users/21848	028
VECTOR Development Dept. 1		石垣純哉 Junya Ishigaki @gakky1967	036
VECTOR Development Dept. 1		今泉昭彦 Teruhiko Imaizumi @g3gogogo	006
VECTOR Development Dept. 1		臼井政一郎 Masaichiro Usui @keiondo	032
VECTOR Development Dept. 1		Tsu-five	042
VECTOR Development Dept. 1		Saitom @_saitom_	034
VECTOR Development Dept. 1		武内崇 Takeuchi Takashi	044
VECTOR Development Dept. 1		CHOCO @choco_mugi fanta.jp/choco	001
VECTOR Development Dept. 1		奈須きのこ Kinoko Nasu	003
VECTOR Development Dept. 1		Niθ @damnedrive	030
VECTOR Development Dept. 1		ねぐれすこ Negresco @Negrescore0 pixiv.net/users/1657068	026
VECTOR Development Dept. 1		藤本秀明 a.k.a. しゅはん Fujimoto Hideaki a.k.a. Shuivan @ssktrmm pixiv.net/users/769978	040
VECTOR Development Dept. 1		redjuice @shiru artstation.com/redjuice	038

I M P R I N T

誌名 :「KOS-MOS FIX(コスモスフィックス)」
初版 :2022年8月14日(コミックマーケット100)
発行 :チョコレート・ショップ
著者 :CHOCO
連絡先 :@choco_mugi
chocolateshop@mac.com
印刷所 :緑陽社
連絡先 :https://www.ryokuyou.co.jp
編集 :CHOCO
アシスタント:竜蘭
翻訳協力:雄賀ほづみ
Special Thanks:高橋哲哉様、棚橋、K様、W様、N様

以下の行為を禁じます。
この同人誌の一部または全部を、無断で複製する事。
またスマートフォン等で撮影し SNS にアップロードする事。
ただし紹介を目的とする表紙の撮影は含みません。

The following actions are prohibited by law.
Copying this book in part or all without permission.
Uploading the contents of this book to SNS.
Thank you for your cooperation.

以下是法律禁止的行为
未经许可复制本书的部分或全部内容。
或者用智能手机或类似设备拍照，并将其上传到社交网站。